**CLAIMS**

What is claimed is:

1. A method for specifying audio output, said method comprising the steps of:

detecting a graphical characteristic of at least one displayable object within a user interface; and

adjusting an audio output of a sound associated with said at least one displayable object to reflect said graphical characteristic, such that said audio output is specified according to a graphical display within said user interface.

2. The method for specifying audio output according to claim 1, said step of detecting a graphical characteristic further comprising the step of:

detecting said graphical characteristic of said at least one displayable object, wherein said graphical characteristic comprises a graphical position of said at least one displayable object.

3. The method for specifying audio output according to claim 2, said method further comprising the step of:

adjusting said audio output of said sound, wherein a positional source of said audio output reflects said graphical position of said at least one displayable object.

4. The method for specifying audio output according to claim 1, said step of detecting a graphical characteristic further comprising the step of:

detecting said graphical characteristic of said at least one displayable object, wherein said graphical characteristic comprises a transparency of said at least one displayable object.

5. The method for specifying audio output according to claim 1, said step of detecting a graphical characteristic further comprising the step of:

detecting said graphical characteristic of said at least one displayable object, wherein said graphical characteristic is determined by a resource utilization of said at least one displayable object.

6. The method for specifying audio output according to claim 1, said step of detecting a graphical characteristic further comprising the step of:

adjusting said sound according to an environmental effect associated with said at least one displayable object.

7. The method for specifying audio output according to claim 1, said method further comprising the step of:

adjusting said audio output of said sound associated with said at least one displayable object according to a relative z-order position of said at least one displayable object.

8. The method for specifying audio output according to claim 1, said step of adjusting an audio output of a sound, further comprising the step of:

adjusting said audio output of said sound according to user audio preferences.

9. The method for specifying audio output according to claim 1, said step of adjusting an audio output of a sound, further comprising the step of:

adjusting said audio output of said sound associated with said at least one displayable object to reflect said graphical characteristic, wherein a positional source of said audio output reflects a position of said at least one displayable object.

10. A system for specifying audio output, said system comprising:

a graphical user interface;

means for detecting a graphical characteristic of at least one displayable object displayed within said graphical user interface; and

means for adjusting an audio output of a sound associated with said at least one displayable object to reflect said graphical characteristic.

11. The system for specifying audio output according to claim 10, wherein said graphical characteristic comprises a graphical position of said at least one displayable object.

12. The system for specifying audio output according to claim 11, wherein a positional source of said audio output reflects said graphical position of said at least one displayable object.

13. The system for specifying audio output according to claim 10, wherein said graphical characteristic comprises a transparency of said at least one displayable object.

14. The system for specifying audio output according to claim 10, wherein said graphical characteristic is determined by a resource utilization of said at least one displayable object.

15. The system for specifying audio output according to claim 10, said means for detecting a graphical characteristic further comprising:

means for adjusting said sound according to an environmental effect associated with said at least one displayable object.

16. The system for specifying audio output according to claim 10, said system further comprising:

means for adjusting said audio output of said sound associated with said at least one displayable object according to a relative z-order position of said at least one displayable object.

17. The system for specifying audio output according to claim 10, said means for adjusting an audio output of a sound, further comprising:

means for adjusting said audio output of said sound according to user audio preferences.

18. The system for specifying audio output according to claim 10, wherein a positional source of said audio output reflects a position of said at least one displayable object.

19. A program for specifying audio output, residing on a computer usable medium having computer readable program code means, said program comprising:

means for detecting a graphical characteristic of at least one displayable object within a user interface; and

means for controlling adjustment of an audio output of a sound associated with said at least one displayable object to reflect said graphical characteristic.

20. The program for specifying audio output according to claim 19, said program further comprising:

means for detecting said graphical characteristic comprising a graphical position of said at least one displayable object.

21. The program for specifying audio output according to claim 20, said program further comprising:

means for controlling adjustment of said audio output of said sound, wherein a positional source of said audio output reflects said graphical position of said at least one displayable object.

22. The program for specifying audio output according to claim 19, said program further comprising:

means for detecting said graphical characteristic comprising a transparency of said at least one displayable object.

23. The program for specifying audio output according to claim 19, said program further comprising:

means for detecting said graphical characteristic comprising a resource utilization of said at least one displayable object.

24. The program for specifying audio output according to claim 19, said program further comprising:

means for controlling adjustment of said sound according to an environmental effect associated with said at least one displayable object.

25. The program for specifying audio output according to claim 19, said program further comprising:

means for controlling adjustment of said audio output of said sound associated with said at least one displayable object according to a relative z-order position of said at least one displayable object.

26. The program for specifying audio output according to claim 19, said program further comprising:

means for controlling adjustment of said audio output of said sound according to user audio preferences.

27. The program for specifying audio output according to claim 19, said program further comprising:

means for controlling adjustment of said audio output of said sound associated with said at least one displayable object to reflect said graphical characteristic, wherein a positional source of said audio output reflects a position of said at least one displayable object.